

THEME: I want to pretend.....

DATE:

DUTY SIX:

TIME	MIN	ACTIVITY	EQUIPMENT
	05	GRAND HOWL Flag Break Register	Rock / skin / totem Flag Register
TODAY LET'S PRETEND WE ARE DIFFERENT PEOPLE.			
	05	ACTIVE GAME: Rats & Rabbits	None
HOW EXCITING, THE CIRCUS HAS COME TO TOWN.			
	10	YARN: The Circus Story	Story
LETS PRETEND WE ARE BAFANA BAFANA PREPARING FOR A GAME AGAINST EGYPT.			
	15	ACTIVITY: Finger Puppets	Card; wool; glue; crayons
NOW WE ARE ALL READY, LET THE GAME BEGIN!			
	10	INTER SIX GAME: Soccer	Finger puppets; ping pong balls
PRETENDING TO BE SOMEONE ELSE IS FUN BUT HARD WORK TO.			
	20	WORK SESSION: Caracal: know how to answer the phone correctly Cheetah: telephone call/relay a message Leopard: thank-you letter/message carrying Lion: write an article for pack log book L/wolf: work on 'my challenge' log book	
CAN YOU HOP WELL ENOUGH TO SPELL?			
	10	RELAY GAME: Capital Letters	None
WITH THIS PACKET OF GOODIES CAN YOU PUT YOUR OWN STORY TOGETHER?			
	10	PLAYACTING: Surprise Story	Different items to used in story
THE TIME FOR PRETENDING IS NEARLY OVER AND YOU ARE BACK TO BEING A CUB.			
	05	GRAND HOWL Flag Down Prayer Dismiss	Rock / skin / totem Duty Six

SCOUTER

A blank coordinate grid with x and y axes. The x-axis is horizontal and the y-axis is vertical, intersecting at the origin. There are no tick marks or labels on the axes.

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